NES-L9-USA

IMAGESOFT™

INSTRUCTION MANUAL

SULLIVAN BLUTH PRESENTS

DRAGON'S LAIR®

THE RETURN ADVENTURE

DL

INTO THE DRAGON'S LAIR®

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Game Pak (NES-GP)

This game is licensed by Nintendo® for play on the

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ENTERTAINMENT
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Thank you for selecting CSG IMAGESOFT INC's. Dragon's Lair® Game Pak. Please read the instruction booklet to ensure proper handling of your new game.

Precautions

1. If you play for long periods of time, take a 10-15 minute break every hour or so.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol, or other such solvents.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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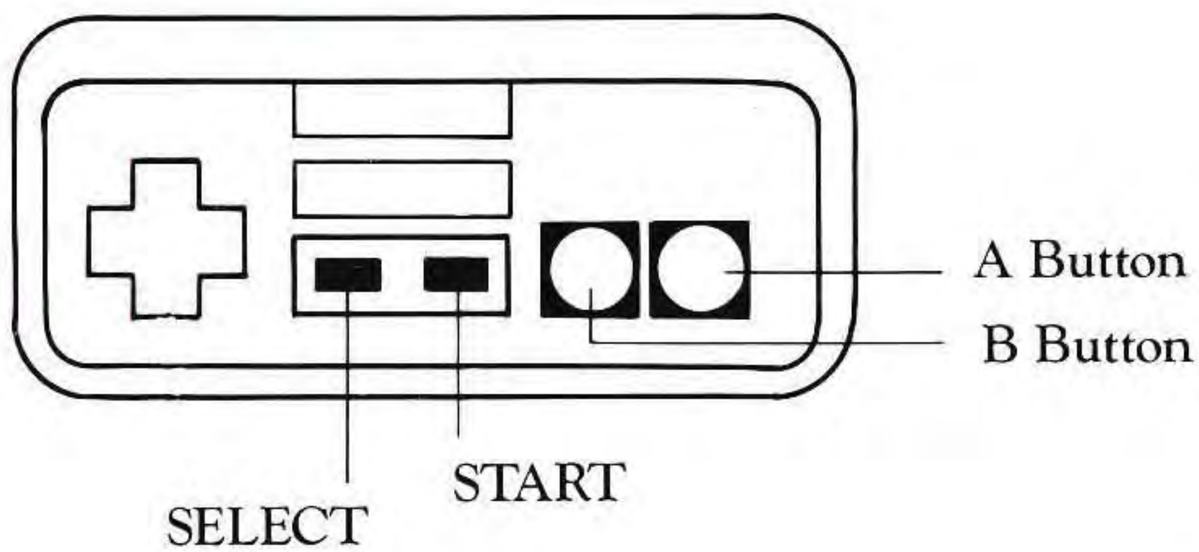
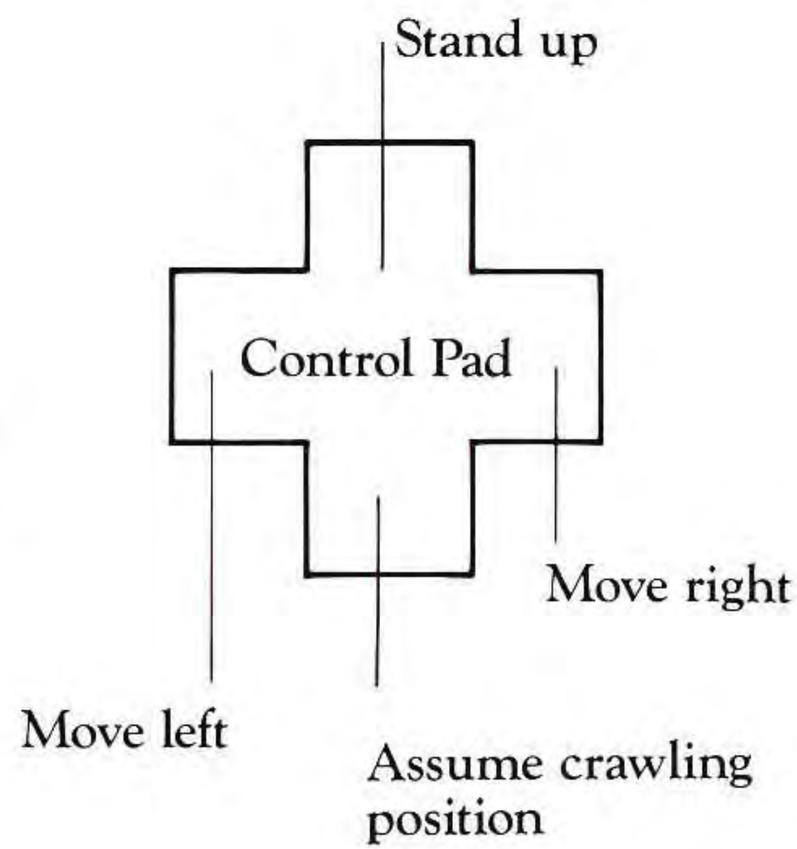
INTRODUCTION

From deep within Mordroc's Castle, a foul stench rose up to mix with the cold, damp midnight air; the telltale sign of the evil wizard's pet fire-breathing dragon, Singe; the reeking breath of the beast that guarded the Princess Daphne in the dark and deadly caves far below the surface. Dirk the Daring walked steadily toward the castle gate. He felt no fear. Fear was for cowards, not the most courageous knight in the land. No other would dare enter this perilous castle where Mordroc had imprisoned the helpless princess. But then, no other could match Dirk's unrelenting love for the beautiful Princess Daphne. There was no other possible course of action. Now was the time for heroes. Now was the time to enter the Dragon's Lair.

HOW TO USE THE CONTROLLER

Dragon's Lair is a 1 and 2 player Game Pak





Option Screen

Control Pad:	*Push up or down to highlight a selection.*
SELECT Button:	*Push to change the highlighted option.* • *1 or 2 player game mode* • *With or without music*
START Button:	*Push to begin the game with the chosen options.*

Game Screen

A Button:	*Push to throw weapons.*
B Button:	• *Push briefly for a short jump.* • *Push and hold for a long jump.* • *Push rapidly to float on the Dragon's Breath (in the Gold Mines).*
A + B Button:	*Push to jump and throw weapons at the same time.*
START Button:	*Push to activate the candle.*
SELECT Button:	*Push to pause the game (any other key restarts the game).*
Control Pad:	• *Push up to stand up.* • *Push down to assume a crawling position.* • *Push right to move forward.* • *Push left to move backward.*

HOW TO PLAY THE GAME

Dragon's Lair takes place in Mordroc's Castle which is filled with evil monsters and treacherous passageways. The game consists of 7 main areas of play representing different parts of the castle. The object of the game is to lead our hero, Dirk the Daring, through the castle in search of Singe who is guarding the Princess Daphne. Along the way you can gain points by overcoming the many deadly obstacles that block your path, while gathering all the gold and other valuable objects you find along the way.

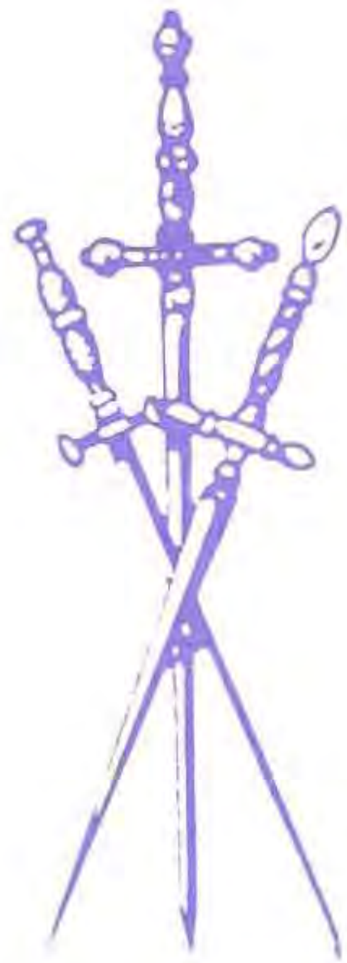
To start the game, insert the game cartridge into your NES® unit and turn the power on. Two Title Screens will appear followed by the Dragon's Lair® Option Screen. Use the Control Pad to highlight the desired option and press the SELECT Button to change the option. The game can be played by one player or by two players alternating turns. In addition, you can choose to play the game with or without music (you can not turn off the sound effects). After you have selected your options, press the START Button to shift to the Game Screen where you can begin playing the game.

The Status Panel

At the top of the Game Screen you will find the Status Panel. This panel keeps track of each player's score, the number of lives Dirk has left (he begins the game with 5 lives), the amount of gold he has accumulated, his Candle's strength (represented by the "C" bar meter), and his Energy level (represented by the "E" bar meter).

The Lettered Blocks

Dirk will often come across lettered blocks as he journeys through the castle. These blocks represent different kinds of weapons and other valuable items. To get control of a block, he must simply touch it with any part of his body (note: it is not always advantageous for Dirk to grab a block). The various lettered blocks and their meanings are as follows:



A	Axes	L	Life
D	Daggers	P	Points
F	Fireballs	C	Candle
E	Energy	G	Gold

If Dirk touches a weapon block, the new weapon will replace his old weapon. The Life blocks give him one additional life, the Candle blocks replenish his candle power, and the Energy blocks replenish his energy level. The Gold and Points blocks increase the levels of these two items (these two blocks increase in value the further along in the game you go).

Playing the Game

The action takes place in 7 areas of the castle including the 4 main levels of play:

1. The Drawbridge
2. The Entrance Hall (Level 1)
3. The Treasury
4. The Elevator Shaft
5. The Gold Mines (Level 2)
6. The Hall of the Grim Reaper (Level 3)
7. Singe's Cavern (Level 4)

The Drawbridge

The game begins on the drawbridge outside the Castle walls. Dirk must first cross the drawbridge to enter the castle. He can throw his weapon by pressing the A Button, jump by pressing the B Button, and walk or crawl by pressing the Control Pad. He must try to defeat his enemies while avoiding being hit by them. Some enemies can only cause him to lose energy (if he loses all his energy, he will lose one life), while others can kill him with a single lethal blow.

The Gold Bonus Screen

If Dirk makes it across the drawbridge and through the castle gate, the Game Screen will switch to the Gold Bonus Screen. This screen will add up any gold bonus points he has earned in the first level. The Gold Bonus Screen will reappear at the end of each level.

The Entrance Hall and the Treasury

After the gold bonus is totaled, the action shifts to the Entrance Hall which begins the first main level of play. There are many deadly obstacles in this level including, poisonous snakes, and rising and falling gateways. The Floating Lizard King appears for the first time in this level. The Lizard King must be defeated before he touches Dirk or this evil character will take all of our hero's gold and store it in the castle's Treasury. To reclaim his gold, Dirk must find the Treasury by taking the correct exit off the Elevator (described below). Once inside the Treasury, Dirk must quickly drive the Lizard King back by hitting him with his weapon and crawl under him to get to the gold while it is still visible. If Dirk is touched by the Lizard King in the Treasury, he will lose one life.

The Elevator Shaft

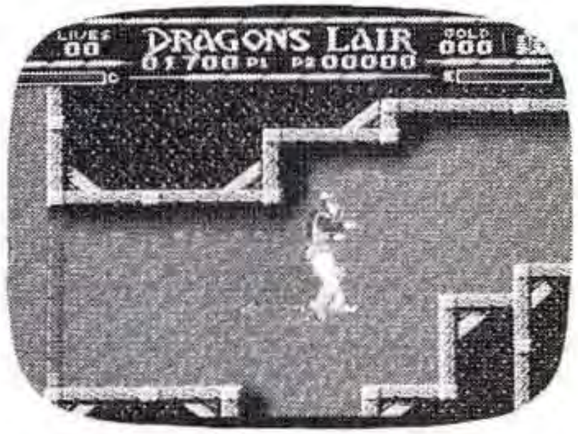
After Dirk has cleared the Entrance Hall level and his gold bonus is added up, the screen will shift to the Elevator Shaft. The platform Dirk is standing on will descend deep into the castle stopping at different floors. To find new and unexplored parts of the castle, Dirk must choose the correct exit from the Elevator. Once he jumps off the Elevator platform and enters a level, he can not return to the Elevator until he clears the appropriate level. Therefore, if he chooses incorrectly he will return to a previously explored area of the castle and will have to battle his way forward once again.

The Gold Mines

To move on to Level 2, Dirk must exit the Elevator into the Gold Mines. This level is filled with blood sucking vampire bats and moving blocks that obstruct Dirk's progress. There are also many dangerous moving platforms and bridges that he must safely cross to complete his quest. At the end of the Gold Mines, Dirk must defeat the vicious Mining Car Trolls to advance to the next level.

The Dragon's Breath

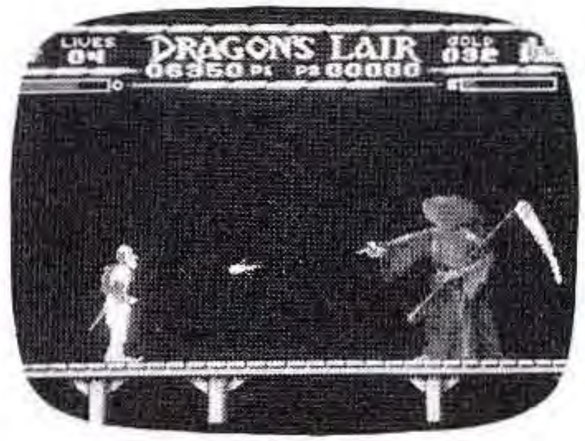
On his journey through the mines, Dirk will encounter the Great Abyss where mighty gusts of Singe's Dragon Breath rise up from the Caverns deep beneath the castle. The only way for Dirk to cross this crevasse is to ride a powerful blast of Dragon's Breath. Dirk can only do this by jumping into the abyss at the right time while pushing the B Button rapidly to flap his arms and legs in order to ride a gust of dragons breath up to a safe place.



The Candle

There is an area of the Gold Mines that is in complete darkness. To light up this section of the mines, Dirk must activate his candle by pressing the START Button. Remember, it is important that Dirk uses the candle power sparingly, as it has only a limited amount of energy (the candle's energy level is shown by the "C" bar meter in the Status Panel at the top of the Game Screen).

The Hall of the Grim Reaper



If Dirk makes it out of the Gold Mines alive, he must next find the correct Elevator exit for Level 3, the Hall of the Grim Reaper. This level is full of dangerous collapsing floors and moving platforms which make Dirk's progress very difficult. There are also many deadly floating skulls and treacherous swinging wall pendulums that block his way. Even if Dirk is clever enough to survive this perilous Hall, he must still defeat the dreaded Grim Reaper before continuing on his journey.

Singe's Cavern

The final level of the game takes place in Singe's Cavern. These caves are covered with dragon's eggs that hatch to give birth to flying baby dragons. Beware of the foul gaseous waters that flow through the caves, they are poisonous to our hero. At the end of this level, Dirk will have a showdown with the fierce fire-breathing dragon, Singe. He must successfully battle this ferocious beast to win the game (remember first to recover any lost gold, as after you defeat Singe there will not be another chance to retrieve it from the Treasury).

Victory

If Dirk is victorious, the Game Screen will shift to the Gold Bonus Screen (10 x Normal Bonus) and then to the Congratulations Screen and the game will be over. If you have played exceptionally well, the screen will then switch to the High Score Input Screen. To input your name, use the Control Pad to highlight the desired letters and press the A Button to store them at the bottom of the screen.

WINNING THE GAME

1) *When fighting a majority of the enemies, it is advisable to move Dirk away from the enemy before starting his attack.*
2) *It is to Dirk's advantage to collect the axe and try to keep it throughout the game.*
3) *There are valuable hidden bonuses throughout the castle. They can only be found by using the candle.*

Official Dragon's Lair®
Double Challenge Medallion

Cut out 1/2 of medallion and glue to other half found in Game Boy™ instruction manual.

Special* Free Mystery Bonus Prize

If you are one of the first people to purchase both the NES® and Game Boy™ versions of Dragon's Lair,® you will be eligible for an exciting custom-designed †mystery bonus prize. Just mail the two halves of the Dragon's Lair medallion (one half found in each game's instruction manual), plus a check for $3.50 for postage and handling along with the coupon below to CSG Imagesoft 9200 Sunset Boulevard Suite 820 Los Angeles, CA 90069. Offer limited to the first 1,000 respondents (offer expires June '91). Only the Official Dragon's Lair Double Challenge Medallion will be accepted to obtain the Special Mystery Bonus Prize.

Name _____

Address _____ Apt.# _____

City _____ State _____ Zip _____

(Offer expires June '91)

†NOTE: GSG Imagesoft retains the right to change the Special Mystery Bonus Prize at its sole discretion without notice.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful.

How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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